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AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A game apparatus in which a virtual camera arranged in a three-dimensional game space is made to move to follow a target location determined by a location of a player character in the game space so that a behavior of the player character in the game space is displayed in a display as a game image, comprising:

an input-information obtaining programmed logic circuitry for obtaining input information input through a controller by a player at intervals of a predetermined number of frames in order to move said player character in said game space;

a location updating programmed logic circuitry for updating the location of said player character and said target location in said game space based on said input information at said intervals of said predetermined number of frames;

a difference length calculating programmed logic circuitry for calculating at said intervals of said predetermined number of frames a difference length between a predetermined reference distance and a distance between said location of said target location and a location of said virtual camera;

a virtual-camera-location updating programmed logic circuitry for updating at said intervals of said predetermined number of frames in order a-said location of said virtual camera in such a manner that said difference length calculated by said difference length calculating programmed logic circuitry is reduced by a predetermined rate when said difference length exists ~~a distance from said target location to a reference location determined in a predetermined manner~~ ~~toward the location of said virtual camera at a predetermined ratio is shortened irrespective of~~

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